PlayStation

NTSC U/C

FINAL FANTASY TACTICS™

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CONTENT RATED BY
ESRB

SCUS-94221
94221

SQUARESOFT®

SONY
COMPUTER ENTERTAINMENT®

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

This compact disc is intended for use only with the PlayStation game console.
Do not bend it, crush it or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Final Fantasy Tactics™ Tips and Hints

PlayStation™ Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
$0.95/ min. auto hints, $1.40/ min. live, $6.95 - $16.95 for tips by mail, $5.00 - $20.00 for card recharge

Within Canada: **1-900-451-5757**
$1.50/ min. auto hints

For US callers, game counselors are available 7AM-7PM PST, 7 days a week. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

PlayStation Online **www.playstation.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.

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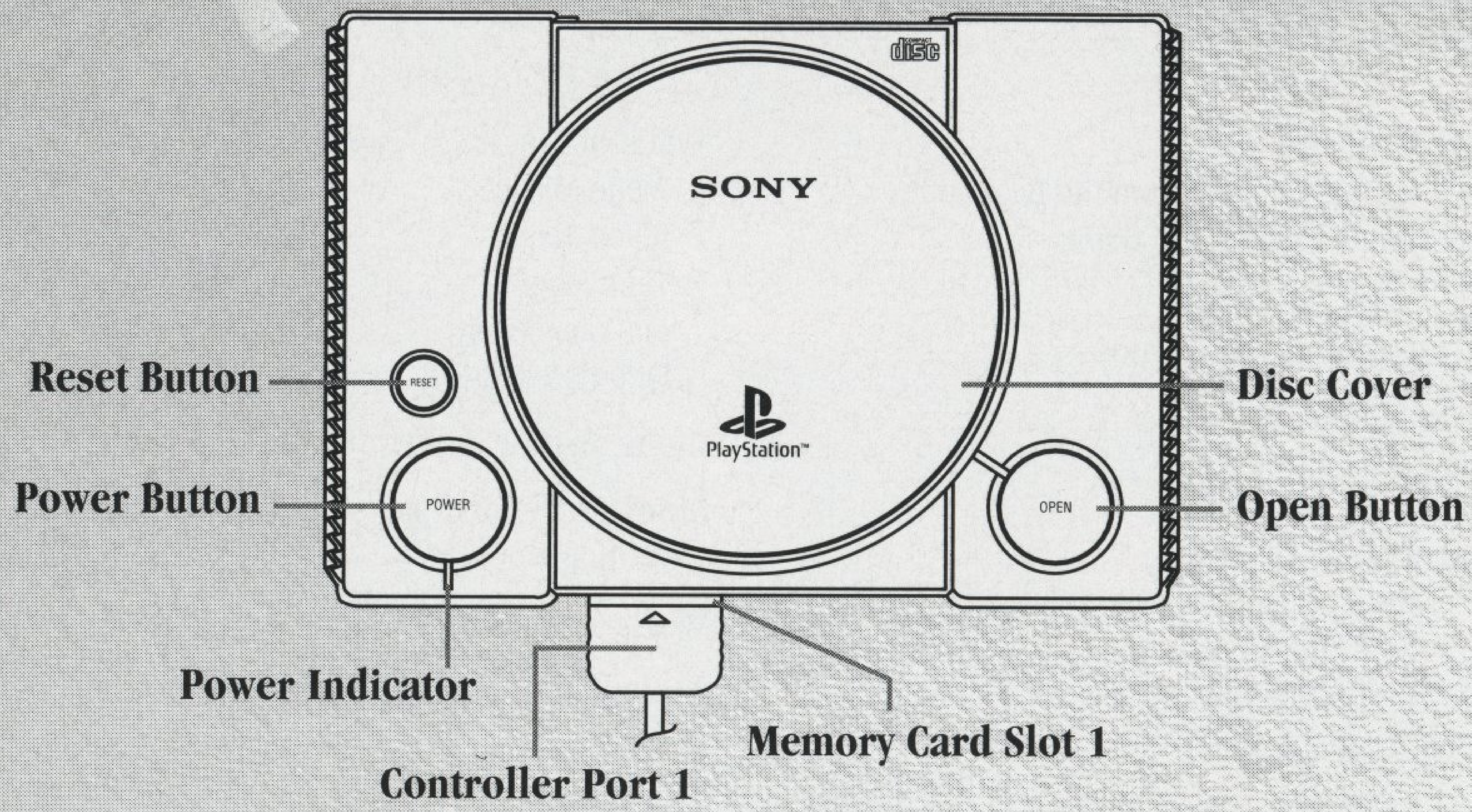
ESRB RATING This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

GETTING STARTED



Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the FINAL FANTASY TACTICS™ disc and close the Disc Cover. Insert a game controller and turn ON the PlayStation™ game console. After the opening movie is completed, the title screen will be displayed. If you allow the game demo to run uninterrupted, the history of the Lion War will be told, and several of the character Jobs and Monsters will be shown. Press the START Button to skip any movies and return to the Title Screen.

MEMORY CARD

FINAL FANTASY TACTICS™ lets you save games at their current level of play onto memory cards, and resume play on previously saved games. Insert memory card(s) (sold separately) into the PlayStation game console BEFORE starting play. Important: Do not remove a memory card while saving or loading games; doing so could damage the game data.

TITLE SCREEN

NEW GAME Select this to start a new game.

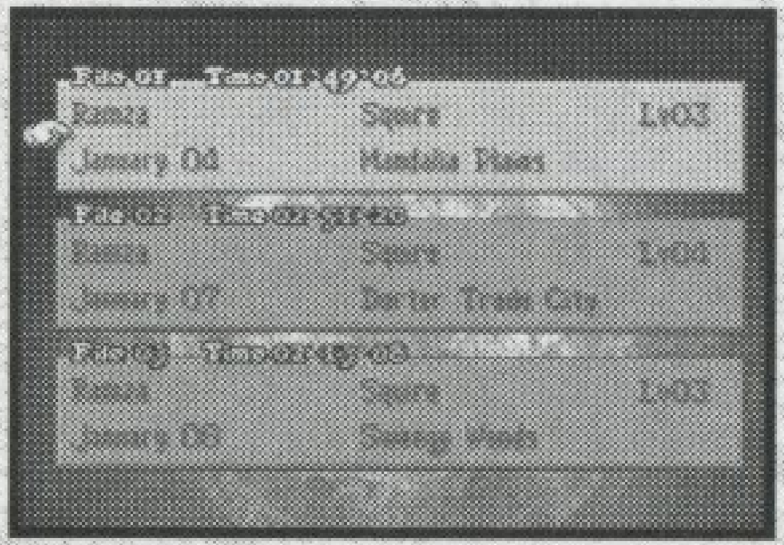
CONTINUE Select this to continue a previously saved game.

TUTORIAL Professor Daravon provides much useful information on how to play the game. Return here anytime you need to clarify game procedures.

SOUND Adjust music and sound effects (mono/stereo/wide).

STARTING A GAME FROM THE BEGINNING

By selecting NEW GAME, a broad description of the story and characters is introduced by the historian Alazlam. After this, you will have a chance to enter the main character's name and birthdate (see p.8). After completing this entry, the opening movie will play and the story begins.



CONTINUING A SAVED GAME

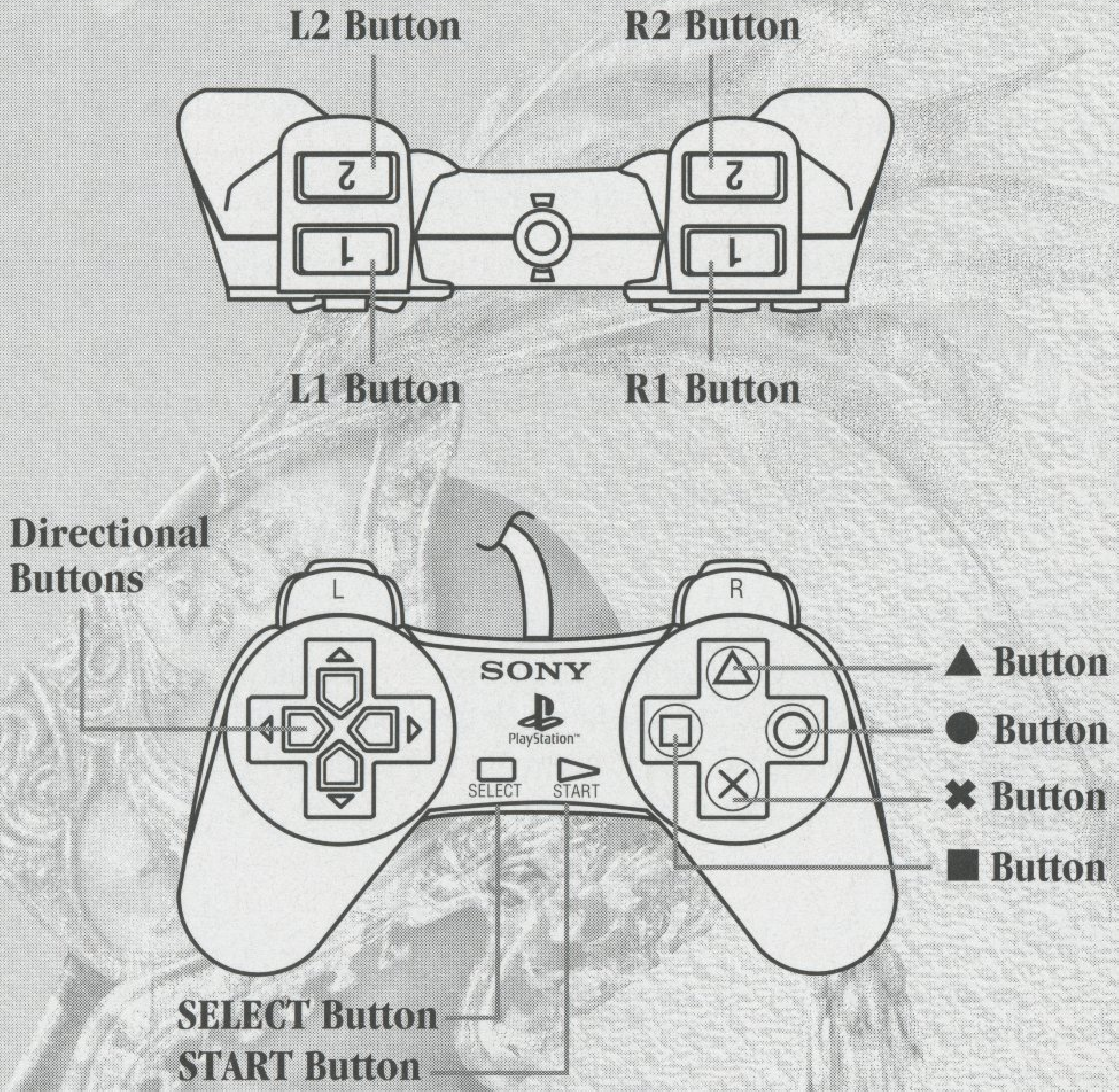
By selecting CONTINUE, a screen for selecting the Memory Card slot will be displayed. Select the slot in which the Memory Card is inserted, then select the data to be loaded. You can save up to 15 games on a Memory Card (if there is no other data for other games).

SAVING GAME DATA

Each time you end a game session, or each time you complete a battle, it is recommended that you save your game onto a Memory Card. From the World Map Screen, bring up the Main Menu by pressing the ▲ Button. Select DATA from this menu, then select the Memory Card slot your Memory Card is inserted into and press the ● Button. Finally, select the block you wish to save your game progress to.

† NOTE: one empty block is needed to save a game.

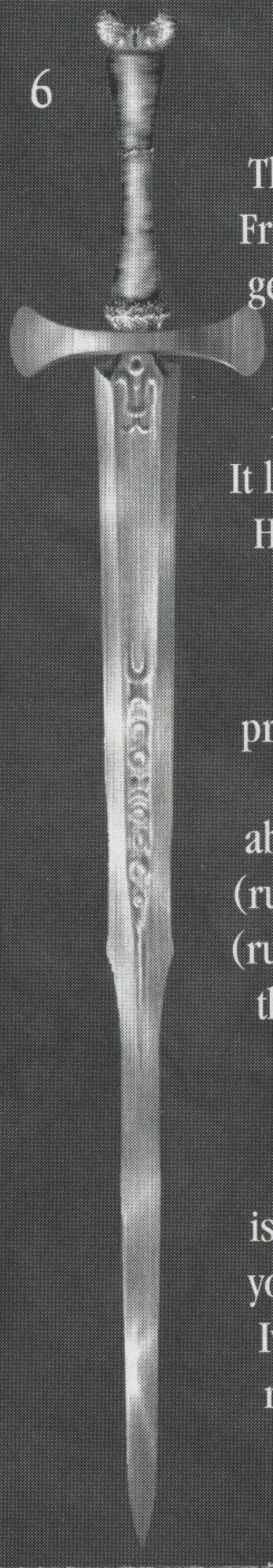
CONTROLLING YOUR TROOPS



CONTROLLING YOUR TROOPS

	For Battlefield	For World Map
● Button	† Select Unit. † Press once to open the menu of the Unit selected. Press again to display the Job level screen. Press again to display Ability acquired. † Return the Cursor to the Unit when the Cursor is free.	† Select destination. † Calls up bars and shops within the area. † Return the cursor to the Unit's location.
✖ Button	† Cancel. † Displays moving range of the selected Unit. The map can be scrolled at this time by using the Directional Buttons.	† Cancel.
■ Button	† While pressed, ally Units appear in blue and enemy Units in red. The map can be scrolled at this time using the Directional Buttons. † Press to scroll message window.	† Press ■, then use the Directional Buttons to scroll the World Map. † Press to scroll message window.
▲ Button	† Opens the menu window. † Pauses the game even during automatic battle. Calls up a configuration menu.	† Opens the menu window.
Directional Buttons	† Move the Cursor. † Move screen up, down, left and right while ■ Button is pressed.	† Move the Cursor.
R1 Button	† Rotates the map to the right.	† Displays the entire World Map.
R2 Button	† Changes the camera angle of the map.	† Not used.
L1 Button	† Rotates the map to the left.	† Displays the entire World Map.
L2 Button	† Changes the magnification of the map (zooms in or zooms out).	† Not used.
START Button	† The cursor points to Units, regardless of ally or enemy, in the order they have been entered. † The Cursor returns to the Unit when the Cursor is free.	† Calls up a game menu.
SELECT Button	† Press while the Cursor is over an item to bring up a help menu. (Help may not be available for all items.)	† Calls up a help menu.

† **Reset:** The game can be reset by simultaneously pressing the START, SELECT, R1 and L1 Buttons.



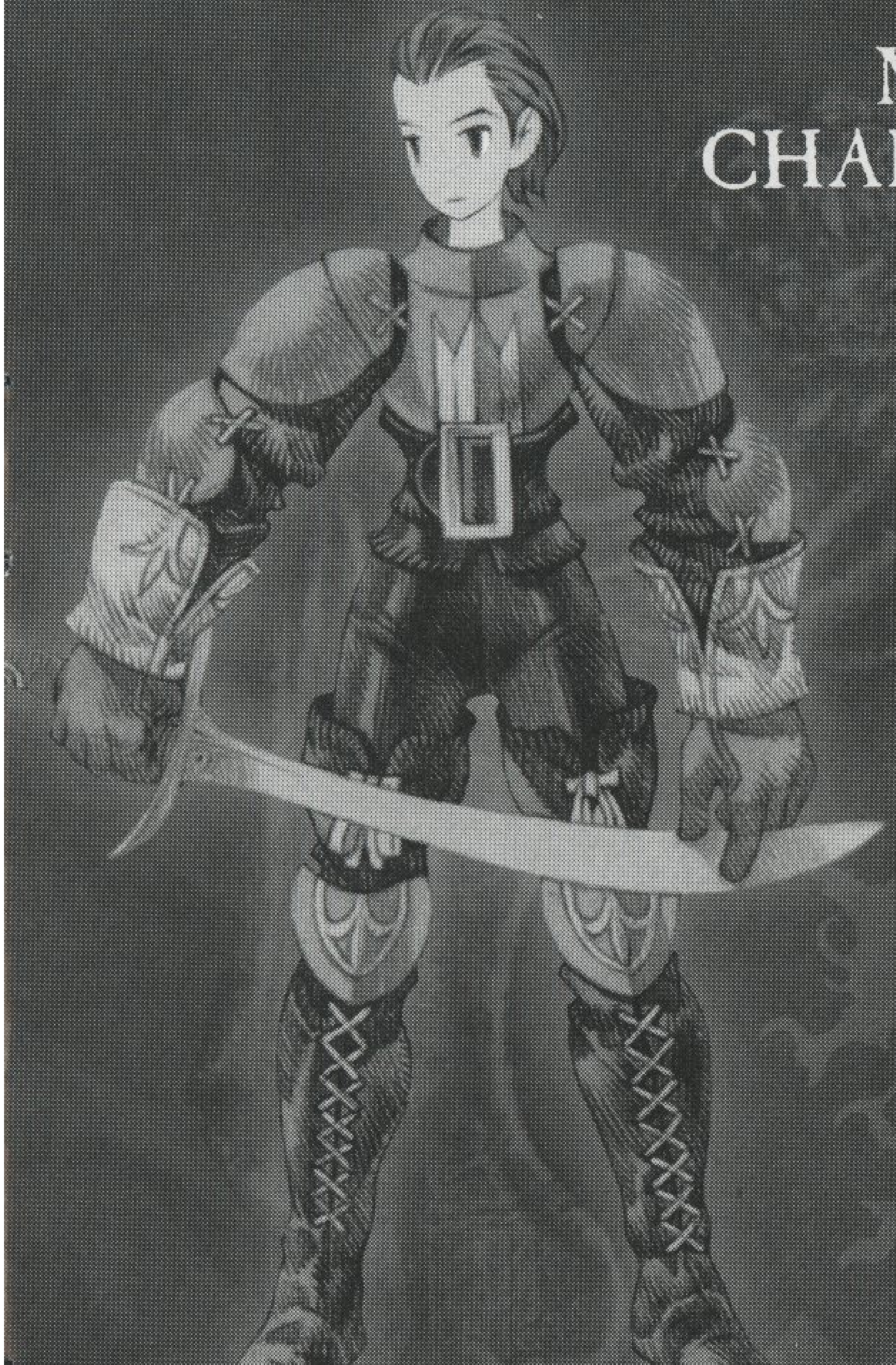
PREFACE

Throughout history, wars repeat themselves in various times and places. From these wars, legends of heroes are handed down from generation to generation. Weathered by rumors and the passing of time, the truth may be forgotten, the reality buried under legends.

Many years ago, a war seethed and erupted within the land of Ivalice. It lasted for 50 years, finally ending when both sides laid down their arms. However, the war had exhausted the people's strength and the country's resources, and the situation within Ivalice gradually became worse.

The lords of the six ruling families united to guide Ivalice back to prosperity. However, their delicate balance of power soon collapsed. One year after the 50-year war had ended, Ivalice's Princess Ovelia was abducted. Prompted by this, conflict grew between two families: Gallione (ruled by Prince Larg, whose crest was one of a White Lion) and Zeltennia (ruled by Prince Goltana, whose crest was a Black Lion). The war between the two families would be known later as "The Lion War". Added to the backdrop of the Lion War was the problem of succession to Ivalice's throne due to the sudden death of the King. Prince Larg is the elder brother of the Queen Ruvelia. Prince Goltana is the younger cousin of the dead King. According to historical record, a young hero named Delita suppressed the Lion War soon after it engulfed Ivalice. There was also another young man named Ramza who played a role during the Lion War, though you will not see Ramza's name in any history books. Now the true story can be told...

MAIN CHARACTERS



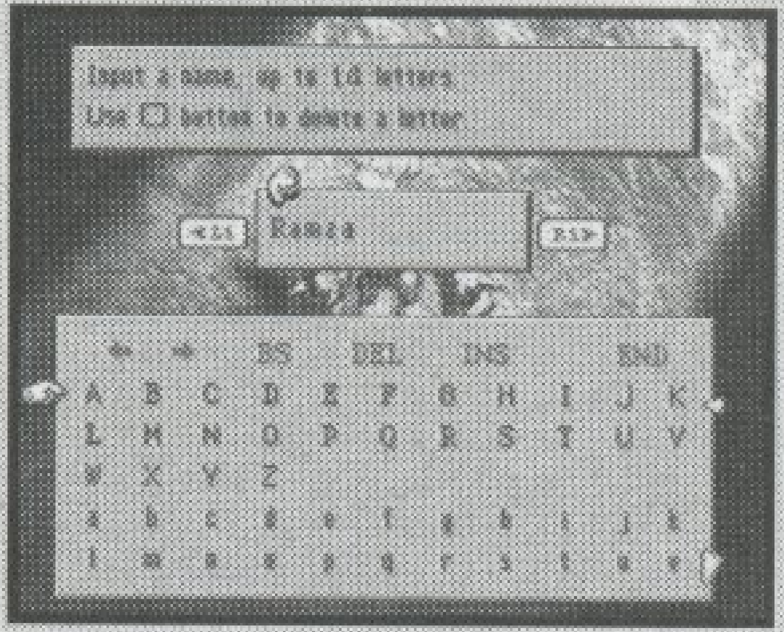
DELITA HYRAL

According to historical record, he is the hero who ended the Lion War. Afterwards, he became king and maintained a long and peaceful rule. Born to a family of horse breeders that served the Beoulve family, he and Ramza have been friends since childhood. It is believed that he was able to attend the Gariland officer academy, an elite school, through influence of the Beoulve family.

RAMZA BEOULVE

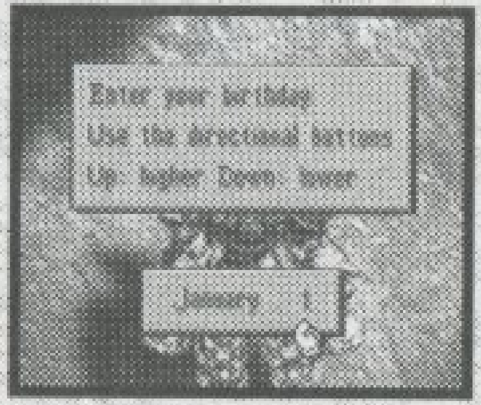
Born to the noble family of Beoulve who have served the Larg's for generations. His two brothers command Ivalice's most powerful military corps, leaving Ramza with feelings of inferiority. After graduating from the Gariland officer academy, he joined Princess Ovelia's protection team and, while there, witnessed the Princess' abduction.

ENTER THE ADVENTURE



ENTERING NAME AND BIRTHDATE

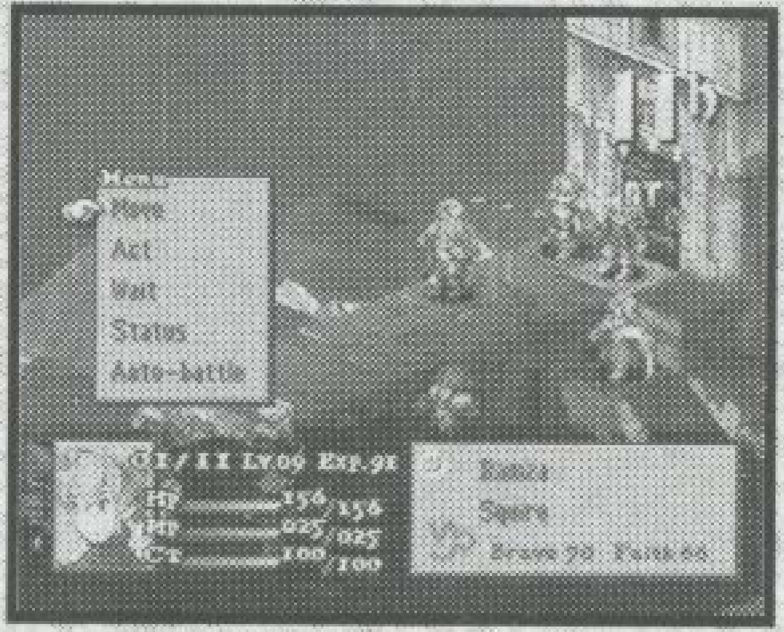
When you begin a game for the first time, you will be prompted to enter a name for the character you will be controlling. The default name of this character is **Ramza**, but you have the option to change it. Use the Directional Buttons to highlight characters, and use the ● Button to enter. Use the ■ Button to delete characters and the START Button to confirm.



After entering your character's name, enter your birthdate on the next screen in similar fashion, using the START Button to confirm. Your birthdate will affect your **Zodiac Sign**, which has an influence on your character's performance during battles (see p.10).

YOUR FIRST SKIRMISH

After the introductory movie and credits play, the story will begin at Orbonne Monastery. Press the START Button to skip the movie sequence. Press the ● Button to advance dialog screens during the story sequence inside the monastery. After this, your character will enter his first battle. Fortunately, much of this battle will proceed without your input, the other ally and enemy characters move automatically, giving you a chance to see a battle sequence in action. You will only be responsible for your own character's actions (see p.12 for battle commands). Fear not, even if you fall during this first battle, the story will proceed. At the end of the battle, you will be prompted to save before reaching the Formation Screen, where you will prepare for your first *real* adventure.



FLOW OF THE GAME

The story progresses as you move throughout the land and win battles. In general:

- † From the Formation Screen, you can have Units learn new Abilities, change Jobs, etc.
- † Units (individual player characters) are gathered into an Attack Team.
- † Once your Units are ready, charge into battle.
- † During battle, each Unit (enemy and ally) can perform one action and one move per turn.
- † If you complete a battle successfully, a portion of the story is revealed and the World Map appears.
- † From the World Map, you can move to a town to purchase items, recruit allies, or enter new battles.

ATTACK TEAMS

FORMING AN ATTACK TEAM

The attack team is a small group of Units (ally characters) that participates in a battle and is formed before each battle begins. An Attack Team contains up to 5 Units (excluding guest Units, which may be added to the team automatically). Each Formation Screen begins with a set of raised Panels on which characters can be placed. The Panels will be shaped differently depending on the battle location.

To Place a Unit:

† Use the Directional Buttons to position the cursor over an unoccupied Panel.

† Press the L1 or R1 Buttons until the desired Unit's portrait appears in the character window, then press the ● Button to place that Unit on that Panel. Continue this process until the Attack Team's capacity is filled.

A) Selected Unit's **Portrait** (press L1 or R1 to select other Units).

B) Selected Unit's **Status** (see p.10).

C) Maximum number of Units which can participate in the battle.

D) Selected **Panel** (marked by †).

† Press the ● Button twice to remove a Unit from a Panel.

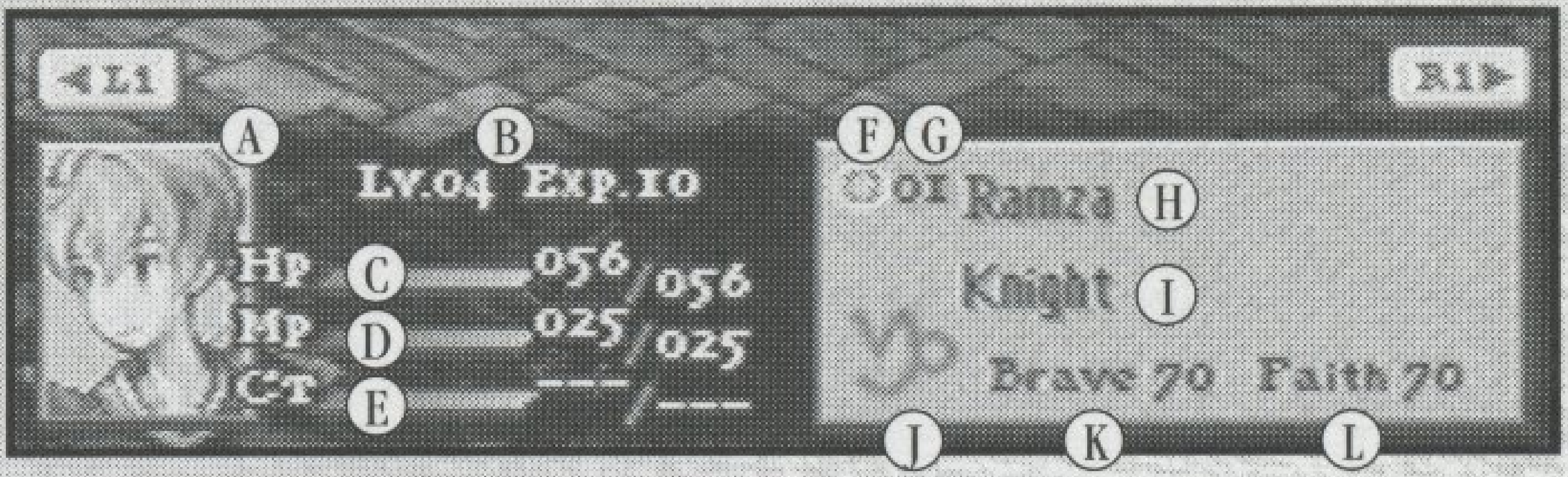
† Press the ▲ Button when an occupied Panel is selected to search for that Unit's Status information.

† Press the ■ Button to bring up a Status Screen, which shows detailed Unit specifications (see p.10).

† Press the ✖ Button to close the Status Screen.

† Press the START Button when ready to enter the battle.

STATUS SCREEN



The Status Screen provides useful information when setting up your Attack Team. A Unit's status will also appear or can be called up during battle or other actions.

A) Selected Unit's **Portrait**.

B) Unit's **Level** and **Experience Points**. Experience Points are gained during battle. When a certain number of Experience Points is reached, that Unit will go up a Level.

C) **HP** = Unit's **Hit Points**, which decrease as Unit takes damage. If a Unit's HP reaches 0, they will fall.

D) **MP** = Unit's **Magic Points**, needed to cast magic spells.

† NOTE: A Unit's maximum HP and MP will increase as the Unit's level increases.

E) **CT = Charge Time**, the waiting time during battle before the Unit's turn comes again. When this bar is completely full, the Unit will be ready to accept commands.

F) A **Blue Dot** here indicates an ally Unit. Enemy Units are indicated during battle by an **Orange Dot**.

G) The number indicates the Unit's **Position** within your entire party.

H) The Unit's **Name**.

I) The Unit's current **Job**. A Unit's Job influences which Abilities they possess (see p.23).

J) The symbol indicates the Unit's **Zodiac Sign**. If the Unit attacks an enemy with a compatible sign, damage will be increased. If signs are incompatible, damage is decreased. Press the SELECT Button during battle to bring up a help menu and check Zodiac Sign compatibility.

K) **Brave Points** indicate the courage of the Unit. High Brave Points result in more powerful attacks and higher attack success rates. Low Brave Points produce weaker attacks, lower success rates, and may even result in the Unit turning "chicken" and running from battle.

L) **Faith Points** indicate the Unit's belief in the supernatural. A Unit with high Faith Points is more susceptible to magic spells, both Black Magic (attack spells) and White Magic (curative spells). A Unit with low Faith Points is more resistant to magic, helpful or harmful.

STATUS SCREEN

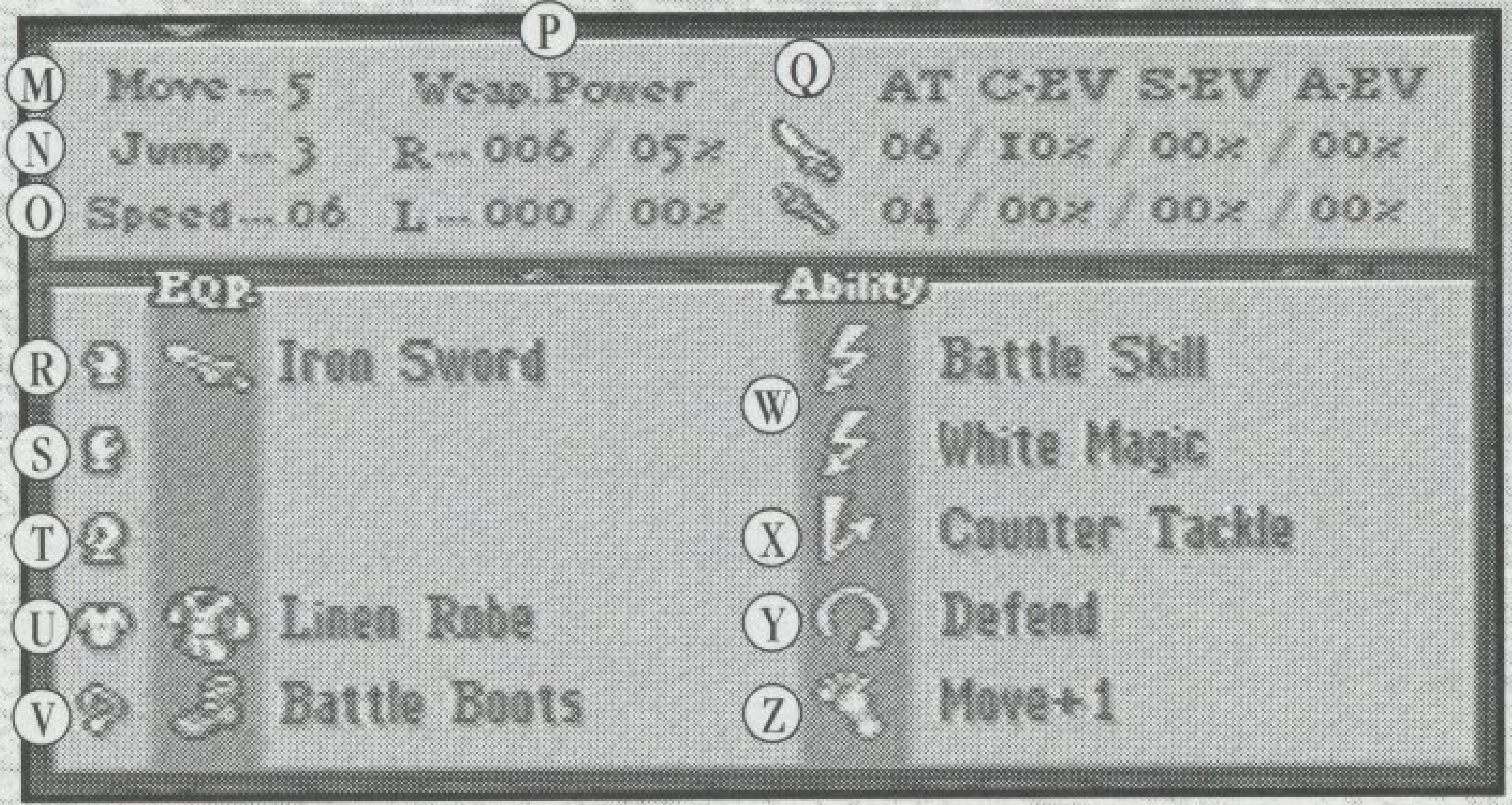
M) The Unit's ability to **Move**. Higher numbers indicate Units that can move further in battle.

N) The Unit's ability to **Jump**. This determines if the Unit can leap or climb to higher areas during battle.

O) **Speed** indicates how quickly the Unit's CT (Charge Time) gauge will fill, or how often their turn to act will come up during battle.

P) **Weapon Power** is shown for weapons or shields in both the right and left hands. The first number indicates the overall power of the weapon or shield, while the percentage indicates the evasion percentage of the weapon or shield.

Q) **AT** = the Unit's own attacking ability. This combined with the weapon's attack strength is the basic attacking strength. **C-EV** = the evasion percentage of the character. **S-EV** = the evasion percentage of the equipped shield. **A-EV** = the evasion percentage of the equipped accessory. **NOTE:** the upper numbers (sword) indicate physical abilities, while lower numbers (staff) indicate magical abilities.



Equipment can be purchased or won in battle.

R) The item equipped in the Unit's **right hand**.

S) The item equipped in the Unit's **left hand**.

T) The item equipped on the Unit's **head**.

U) The item equipped on the Unit's **body**.

V) The **accessory** equipped on the Unit.

Abilities can be learned as Job Skills increase.

W) **Action Abilities**, which can be selected during battle (each Unit can have 2).

X) **Reaction Ability**, which is automatically triggered when the Unit is attacked.

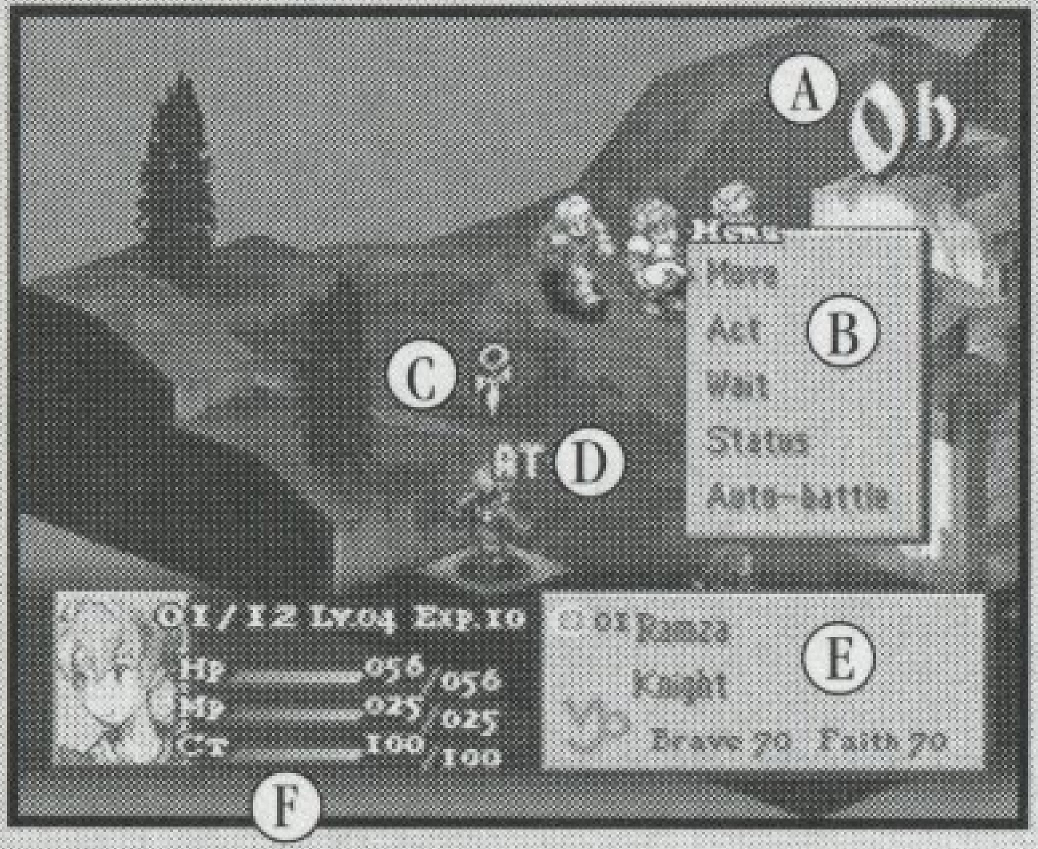
Y) **Support Ability**, which bolsters an existing Ability.

Z) **Move Ability**, which determines range, jumping ability, and adaptability to terrain.

BATTLE

Each battle forms a pivotal part in the Final Fantasy Tactics story. Your strategy in commanding Units to move and act determines the outcome.

Before each battle, the winning condition for that stage is displayed. Once you fulfill the winning condition, you've cleared the stage (the condition varies for each stage). Each battlefield is unique, and is made up of a grid of Panels, on which individual ally Units, enemies, or obstacles may appear.



A) The **Altitude** of the currently selected Panel. Altitude affects the ability of a Unit to attack an enemy at a higher or lower level.

B) **Active Turn Menu**.

C) The **Cursor** (†) indicates the currently selected Panel.

D) The **AT** mark indicates which Unit has an Active Turn.

E) The **Status** of the Unit with an Active Turn (see p.10).

F) **Charge Time Gauge** (CT).

CHARGE TIME

During battles, each Unit's ability to perform actions is determined by **Charge Time** (CT). When the Unit's CT Gauge is full, the Unit, regardless if it is an ally or enemy, will be able to perform an action. This is called an **Active Turn** (AT). Only one Unit will reach AT at any given time. The greater a Unit's Speed, the quicker their CT gauge will fill and the more often the Unit's AT will occur.

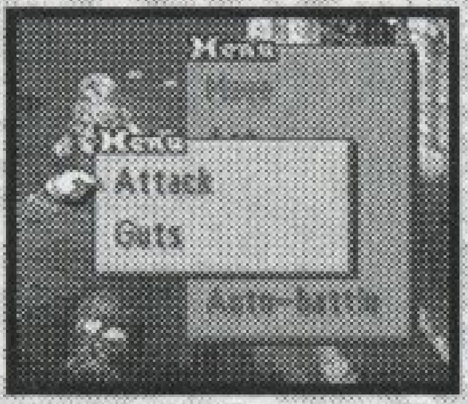
As each Unit's AT arises, their portrait and status will be shown at the bottom of the screen. Above their portraits, enemy Units will be labeled "Enemy" and guest Units will be labeled "Guest." Enemy and guest Units will move automatically – you are responsible for commanding ally Units from your Attack Team.

A Unit may execute a maximum of one movement (Move) and one action (Act) per AT. This will drain the CT Gauge, which must refill before the next AT. However, if you choose only to move, for instance, or to simply Wait without taking any action, the CT Gauge will remain partially full, and the Unit's AT will come again more quickly.

ACTIVE TURN (AT)

When a Unit that you command reaches AT, the **Active Turn Menu** will appear, offering these choices:

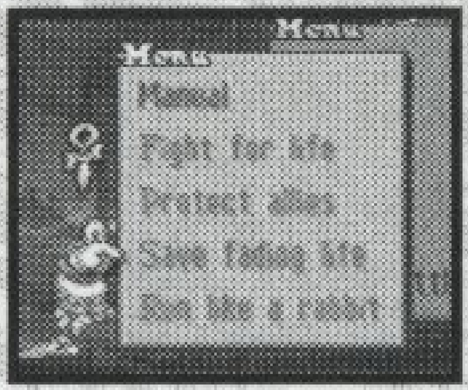
† **Move** – If you choose to move, adjacent Panels to which you may travel will be indicated in blue. Use the L1, L2, R1 and R2 Buttons to view the entire battlefield. Use the Directional Buttons to direct the Cursor over the blue Panel that you wish to move to, then press the ● Button. After confirming, the Unit will move. Press the ✖ Button to cancel a movement and return to the Active Turn Menu.



† **Act** – Each Unit may be able to perform different actions depending on the Unit's Job, equipped Abilities, and the amount of experience points the Unit has (see p.23). Typical Actions include attacking, using items, or casting magic spells. After selecting Act, an Action Submenu will appear, showing any options the Unit has. If actions are grayed out, they cannot be executed. After selecting an action, you will need to select a target – for instance, a nearby enemy to attack, or an ally to use a curative spell on. Move the Cursor to the target Unit or Panel, press the ● Button, then confirm your action. Press the ✖ Button to cancel an action.

† **Wait** – If you choose not to perform both a movement and an action during your AT, or if you do not wish to move or act, select Wait. The less you do during an AT, the less the Unit's CT Gauge is depleted.

† **Status** – Use this command to view the Status of the Unit with a current AT (see p.10).



† **Auto-battle** – You can choose to have any (or all) of your Units act automatically by selecting this option. A sub-menu will appear, offering the following Auto-battle Options:

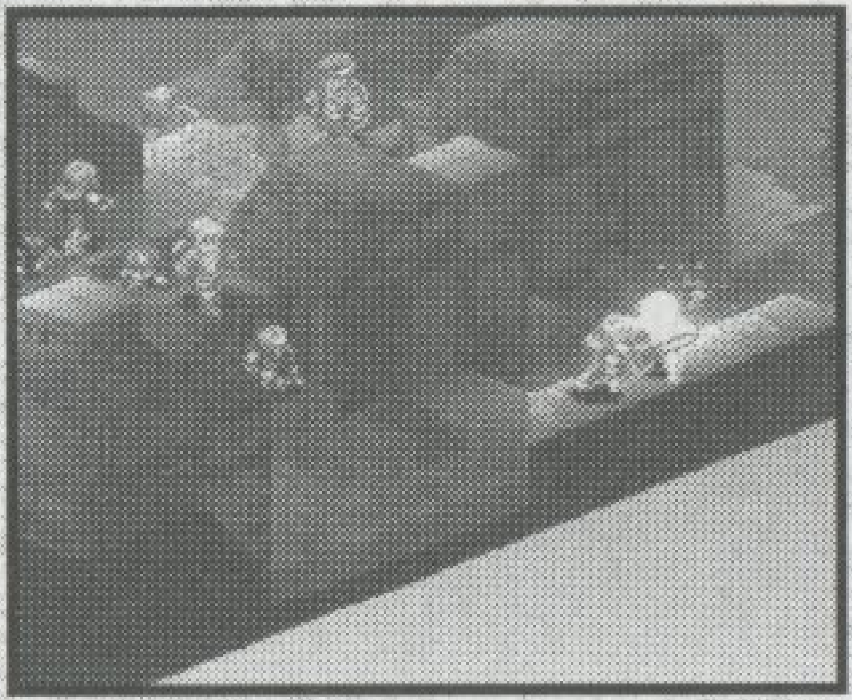
- **Manual** – Normal mode where you control the Unit.
- **Fight for Life** – The Unit will attack a selected target without concern for personal safety. If the target enemy is destroyed, the closest remaining enemy will be targeted.
- **Protect Allies** – The Unit will defend a selected ally without concern for personal safety.
- **Save Fading Life** – If possessing the Ability, the Unit will recover all allies in order of declining HP.
- **Run Like a Rabbit** – The Unit will leave the battle and head for the safest spot.

To return an Auto-battle Unit to manual control, press the ▲ Button during the Unit's AT, or press the ▲ Button anytime during battle, then select the Unit's name from the Unit List menu.

NOTE: after completing a Unit's AT, you will be asked to set which direction the Unit will remain facing. Use the Directional Buttons to select the desired direction, then press the ● Button to confirm. It is unwise to turn your back on the enemy, so choose your direction carefully.

TOPOGRAPHY

During a battle, the topography and the height of the land a Unit stands on can greatly affect its fighting abilities. Certain Units are more effective when standing on higher ground, while other Units may not be effective at all depending on the topography. You can obtain information on the topography by pressing the SELECT Button. Check the lay of the land before you move or attack. In general, having the "upper hand" on your opponent will give you an advantage. Moving characters such as magicians and archers to higher positions is usually a good strategic decision as well.



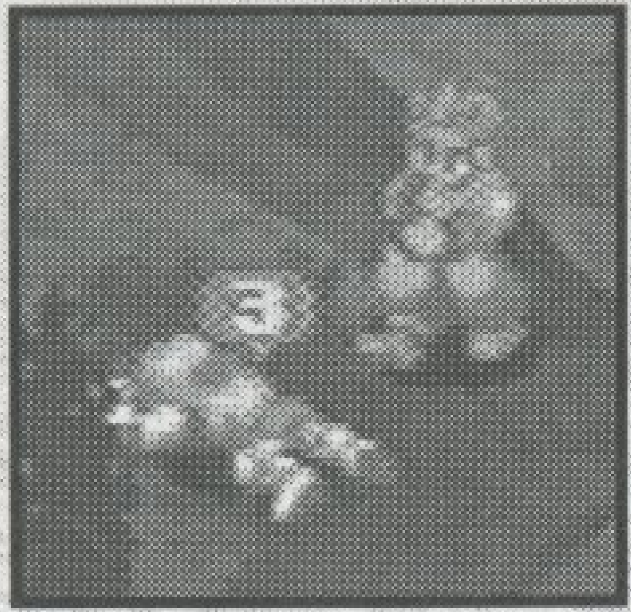
MOBILITY

The mobility of a Unit (Move/Jump) as displayed on the status screen will vary from Unit to Unit. The topography of the ground, weather, and equipped accessories can influence a Unit's mobility. Weapons and armor that a Unit is equipped with can also affect mobility – for instance, a heavy sword may weigh a Unit down, preventing them from jumping as far.

By equipping a Unit with special equipment (such as Feather Boots) or a special Move Ability, the Unit may be able to enter areas (such as lava and deep water) which are not normally accessible. Placing Units in unusual areas may allow you to attack enemies from advantageous positions.

If two Units are located on the same Panel, but at different heights, (for instance, above and below a bridge) the cursor will switch between the Units automatically. Press the ● Button when the cursor is on the Unit you wish to select. To change the selected Unit, press the START Button.

TREASURE BOXES AND CRYSTALS



If a Unit's hit points (HP) fall to zero, the Unit will fall in battle. Use Cure magic or Potions to prevent this from happening. Fallen Units are indicated by a red countdown timer starting at 2 or 3. A fallen Unit can be revived with a Phoenix Down or Raise magic. If the timer reaches zero, the Unit will disappear from the battlefield on the following turn, and be permanently removed from your party.

Depending on the Unit, a **Treasure Box** or **Crystal** will appear on the Panel they were on. If an ally Unit (excluding guest Units) moves to that Panel, they will pick up the treasure box, obtaining items. A Crystal can be claimed by any ally or enemy Unit, completely restoring HP and MP. A Unit which picks up a Crystal may be given the option to inherit Abilities of the fallen Unit. By inheriting Abilities, a Unit may be able to obtain skills which would otherwise be unavailable (see p.23).

Fallen guest Units are protected, indicated by sparkles above their body. They cannot participate in battle unless revived, but they will not disappear. Fallen Monsters (enemy or ally) may leave behind items such as Chocobo Feathers, indicating that they can be revived.

THE BATTLE'S END

The game will end if:

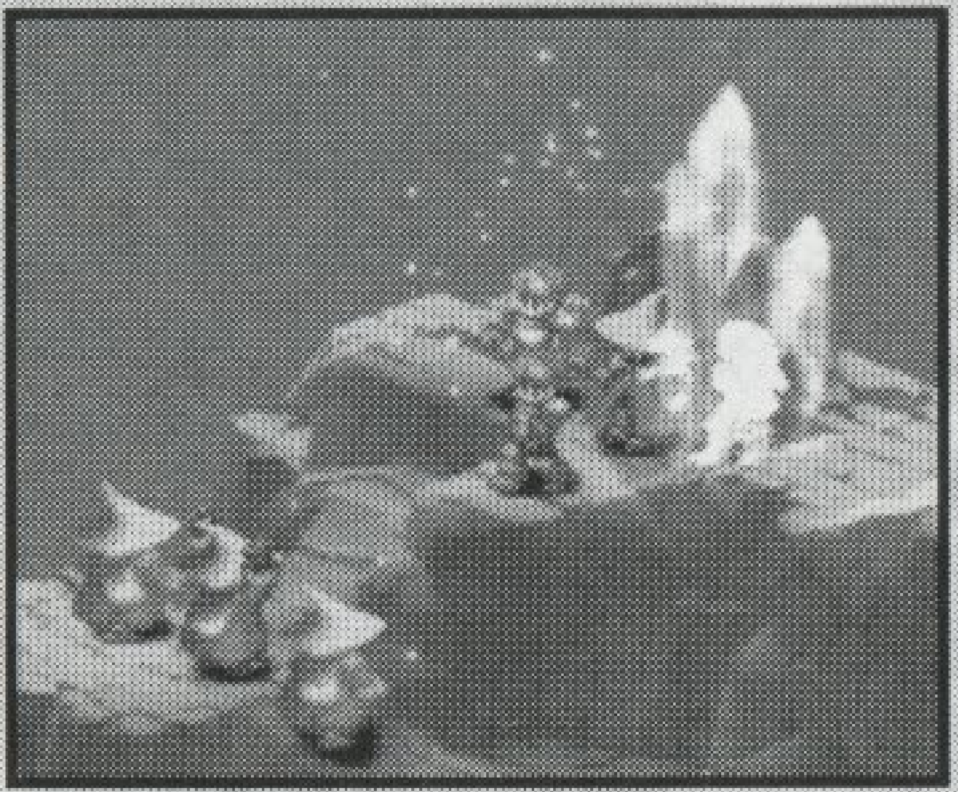
† Your party fails to meet the winning condition for that stage
† All of your Units fall in battle or are turned to stone
† Your main character's spirit turns to Crystal

If the game ends, you will return to the Title Screen, from which a game can be loaded from a previously saved position.

If the winning condition for the stage is met, the stage is cleared, and your party will obtain bonus money (Gil) or, at times, war trophies (items or weapons).

After each battle, your Units will all be fully healed. Either a brief story segment will be displayed, or you will return to the World Map (see p.21).

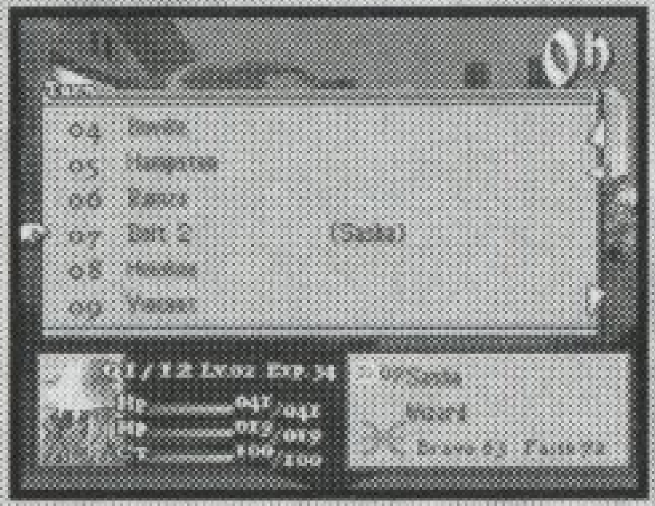
MAGICAL SPELLS



During a Unit's Active Turn (AT), the Unit (if capable) can cast different magical spells (white magic, black magic, time magic, etc.). Casting spells requires **Magic Points (MP)**. Select the magic Ability from the Act menu to display a list of available spells. Spells which appear in red cannot be used due to insufficient MP. Select a spell, then choose a target. Once a target is selected, a second menu will appear, allowing you to choose "Unit" or "Panel". To cast the spell on a particular character, select Unit. To cast the spell on a set area, select Panel. In either case, magic spells often affect several adjacent Panels, which are indicated in green – so look at the surrounding area carefully before casting a spell!

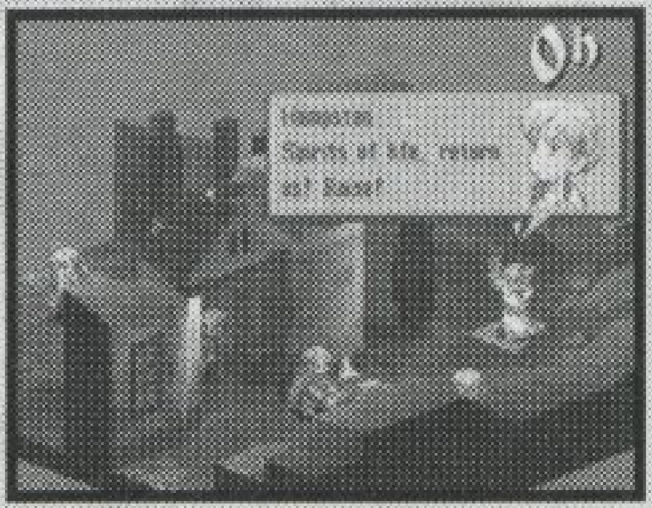
MAGIC CHARGE TIME

Magical spells require a certain amount of charge time before the spell can be cast. This magic charge time is separate from the charge time (CT) used to determine a Unit's active turn (AT). While a Unit is charging a spell, time will continue to pass around it. A Unit charging magic is marked by a **C** over the Unit's head. The more powerful a spell, the longer the magic charge time. Once the spell's charge time is full, the spell will be cast. You can use magic charge time (CT) to your advantage. For example, cast the spell on a specific area by using Panel, then lure the enemy into it just as the spell is cast.



To check the magic charge time for a spell before it is charged, press Left/Right on the magic Ability on the Act menu to display after which Unit's turn the spell will be cast. If the turn reads "Now", there is no magic charge time.

Spells marked with a curved arrow can be repelled using "Reflect" magic.

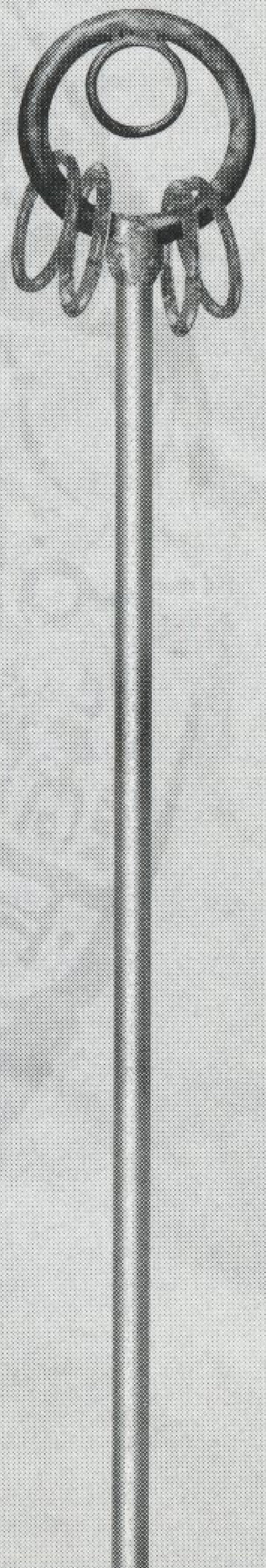


TYPES OF MAGIC

There are several types of magic, which are reviewed briefly here, along with examples of the types of spell for each. Different types of magic may only be cast by Units of certain Jobs, or certain experience levels – needless to say, magic users are an essential part of any Attack Team!

WHITE MAGIC – Curative magic, used to recover allies' HP and eliminate various abnormal status effects.

Spell	Effect
Cure	Minimal recovery of HP
Cure 2	Medium recovery of HP
Cure 3	High recovery of HP over a large area
Raise	Restore Units that have fallen in combat
Re-raise	Automatically restores fallen Units and recovers partial HP
Regen	Gradually recover a Unit's HP over time
Protect	Increase defense against physical attacks
Shell	Increase defense against magical attacks
Wall	Increase defense against physical and magical attacks
Esuna	Removes multiple abnormal status effects
Holy	Attack enemies with holy power



BLACK MAGIC – Offensive magic, used to disable or destroy enemy Units.

Fire	Fire attack (minimal power)
Fire 2	Fire attack (medium power)
Fire 3	Fire attack (high power)
Bolt	Lightning attack (minimal power)
Bolt 2	Lightning attack (medium power)
Bolt 3	Lightning attack (high power)
Ice	Ice attack (minimal power)
Ice 2	Ice attack (medium power)
Ice 3	Ice attack (high power)
Frog	Transform enemy Unit into a frog
Death	If successful, the enemy will lose all its HP and perish within three turns
Flare	This powerful black magic spell uses intense heat energy

TYPES OF MAGIC

TIME MAGIC – A Time Sorcerer's control of time and gravity can turn the tide of battle in your favor.

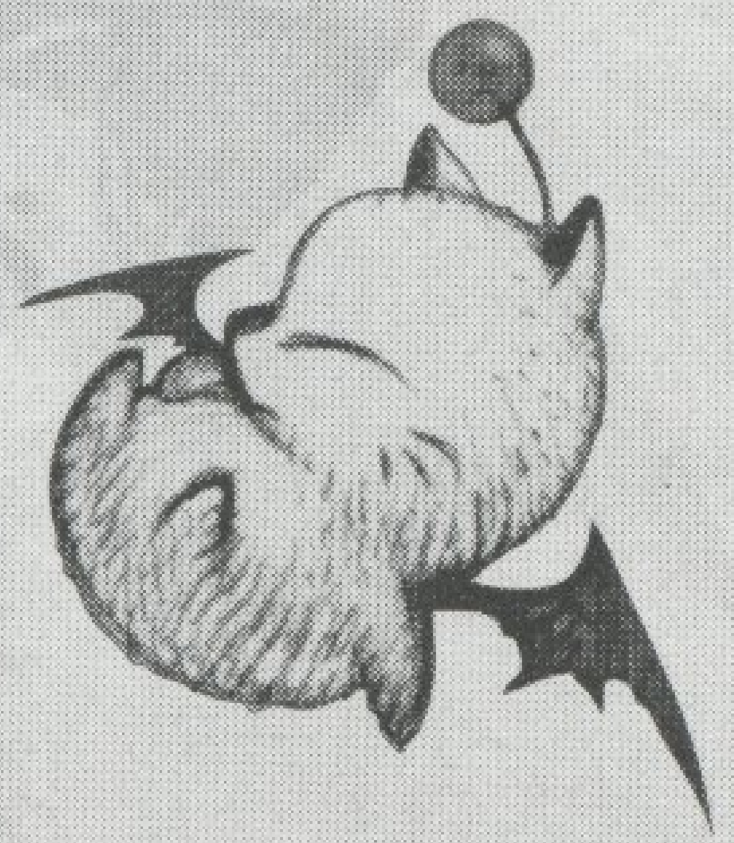
Haste	Speeds up the target Unit's charge time
Slow	Slows down the target Unit's charge time
Stop	Prevents the target Unit from moving and taking action
Don't move	The target Unit will not be able to move
Float	Releases a Unit from gravity, allowing them to float in the air
Reflect	Reflects a spell back to its caster
Quick	Give priority of the Active Turn to the target
Demi	Strong gravity depletes a fixed portion of the target's HP (2 strengths – Demi & Demi 2)
Meteor	Drop an enormous meteor on the battlefield, causing extensive damage

YIN-YANG MAGIC – This magic changes the status of the target, which can be devastating when used wisely.

Blind	Casts Darkness, interfering with vision
Spell Absorb	Absorbs the MP of a cast spell
Life Drain	Absorbs the HP of the target
Silence Song	Stops the Unit from casting magic
Zombie	Transforms the Unit into an Undead creature
Blind Rage	Casts Berserk, which makes a Unit attack uncontrollably
Fox Bird	Decreases the target's Brave Points
Dispel Magic	Cancels the effects of any spell
Sleep	Puts the Unit to sleep, preventing them from fighting
Petrify	Turns Unit to stone

SUMMON MAGIC – A Summoner can call powerful monsters to do their bidding.

Name	Effect
Moogle	Recovers allies' HP
Shiva	Punishes enemy with freezing cold
Ramuh	Inflicts lightning damage on the enemy
Ifrit	A specialist in fire damage
Titan	This mighty giant brings forth the power of the earth
Bahamut	A dragon which causes non-elemental damage
Odin	A fearsome horseman who attacks with non-elemental damage
Leviathan	This sea serpent drowns enemies in water
Cyclops	His evil eye inflicts non-elemental damage

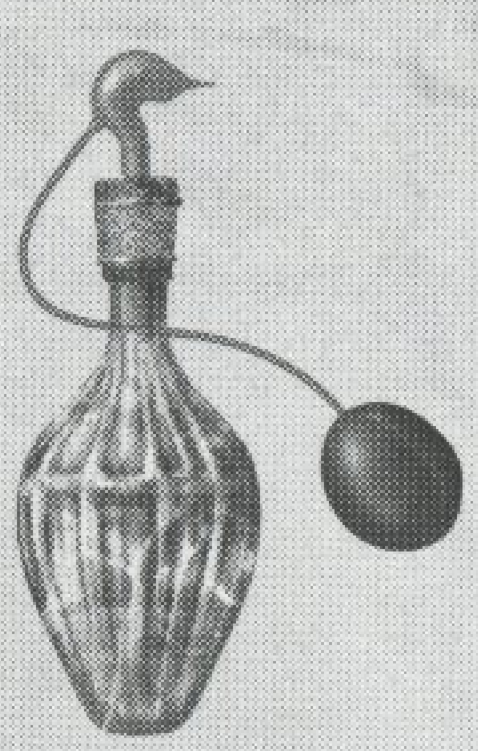


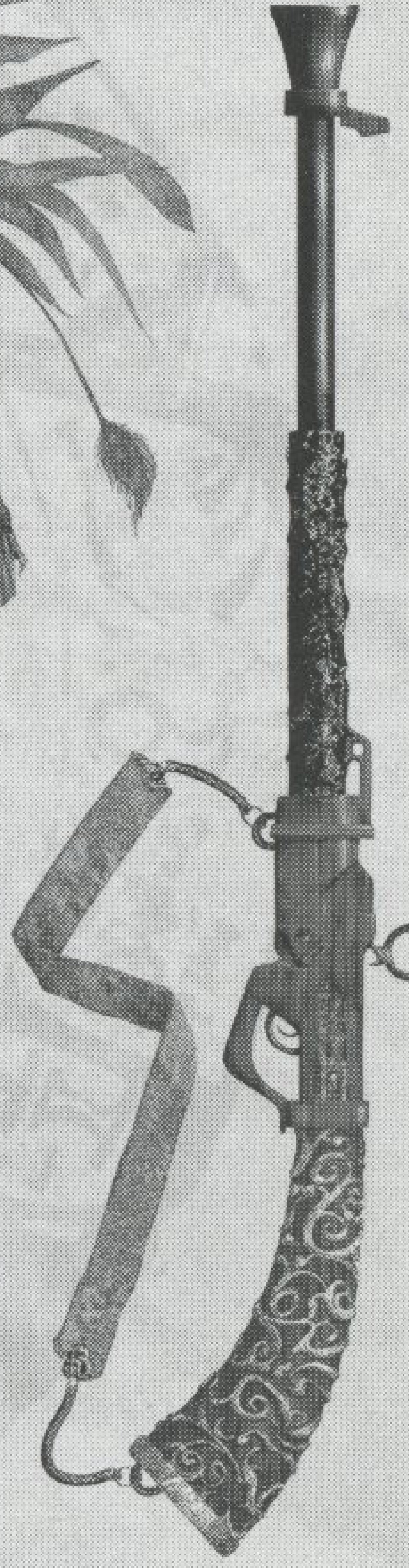
ITEMS, ARMOR & WEAPONS

Many objects can be won in battle, purchased in shops, or claimed from treasure boxes. A few are listed here. A Unit may need Abilities (like Throw) to use items, and Armor and Weapons must be equipped to be used.

ITEMS

Name	Effects
Potion	Recovers HP (minimum)
X Potion	Recovers HP (high)
Ether	Recovers MP (minimum)
Elixir	Completely recovers HP and MP
Antidote	Cures the Poison status
Eye Drop	Cures the Darkness status
Echo Grass	Cures the Silence status
Maiden's Kiss	Cures the Frog status
Soft	Cures the Stone status
Remedy	Cures several abnormal status effects
Phoenix Down	Revives a fallen Unit





ARMOR

Name	Equipped On	Remarks
Shield	One hand	Increases the avoidance rate from enemies' attacks
Hat	Head	A light form of armor which may be worn by many Jobs
Helmet	Head	Very heavy protective headgear
Suit of Armor	Body	Full-body armor that can be worn by many Jobs
Robe	Body	A loose clothing mainly used by magicians

WEAPONS

Name	Equipped On	Remarks
Knife	One hand	Short, light weapon
Sword	1 or 2 hands	A heavy blade, used by stronger Jobs such as Knights
Katana	1 or 2 hands	An imported Samurai's weapon
Axe	Both hands	An extremely heavy and destructive weapon
Rod	1 or 2 hands	A magician's weapon, adds additional effects and magic
Gun	One hand	An ancient weapon with a considerable range
Dictionary	One hand	A special book which allows the user to attack with the power of words
Spear	1 or 2 hands	Mainly used by Lancers, it has greater range than a sword or knife

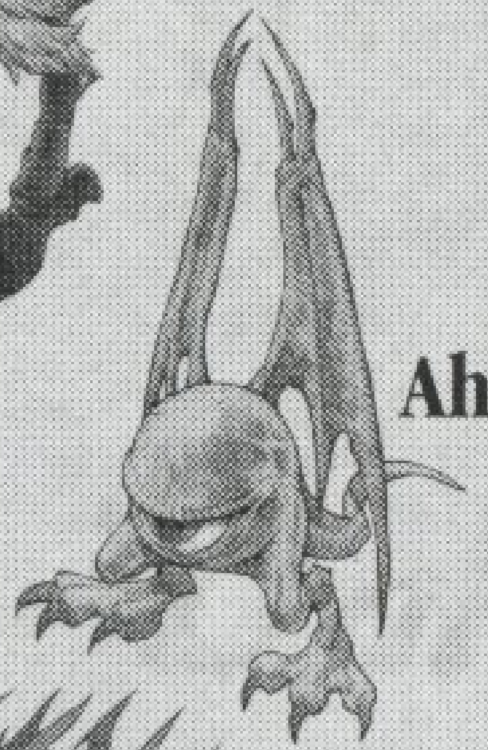
INVITING MONSTERS

If you have a **Mediator** in your party, you can use their special "Invite" Ability to lure enemies (including monsters) into becoming your ally. If the invitation is successful, the enemy will join your party as a Guest. After the current battle has ended, the monster will become an ally and you'll be able to control its movements. Though they are difficult to lure, Monsters have powerful Abilities, and can be great assets to your party. If Monsters are in your party, they may even lay **Eggs** to produce new Monster allies!

† NOTE: You may find other ways to lure Monsters into becoming your allies other than "Invite".

Typical monsters that can be made into allies:

Chocobo This powerful bird has both attack and curative Abilities. Your human allies can also take advantage of their mobility by riding on them. As long as there's a Unit riding it, the Chocobo's AT will not come around.



Ahriman A one-eyed flying creature with an attack similar to the "Death Sentence". It can also use its fearsome "Gaze" to reduce an enemy's Brave Points until they run away in horror.

Bomb This flaming enemy actually revives itself by absorbing fire-based attacks. As a last resort, it can inflict enormous damage to surrounding enemies by "Self-Destructing".

Ghoul An undead monster, the Ghoul is impervious to Death spells. However, it is susceptible to Fire spells, and is injured by normally helpful Cure spells.

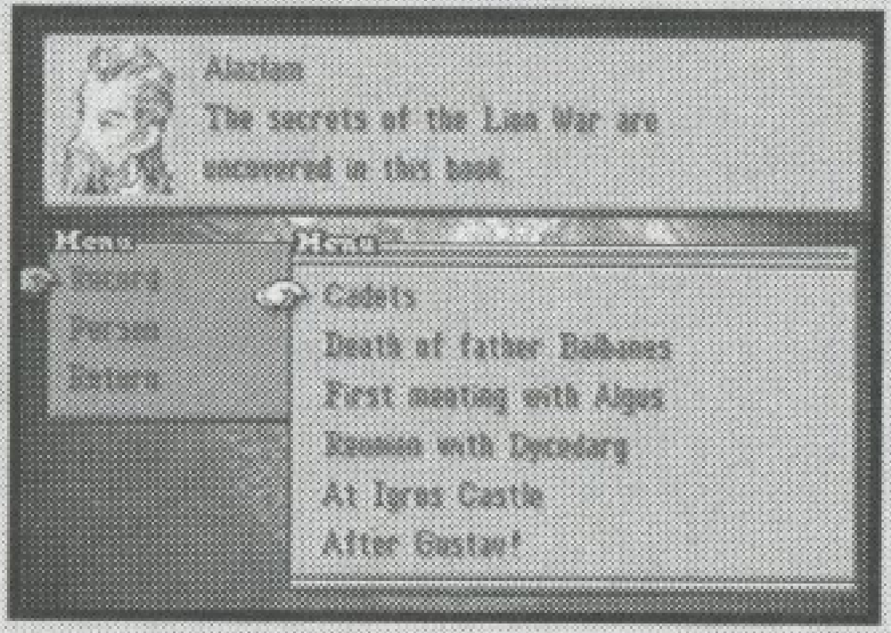
WORLD MAP

Each time you successfully complete a battle, you will return to the **World Map Screen**. Often, new locations will be available, allowing you to select new areas to explore. The **Date** is shown in the upper left corner of the screen. It normally takes one day to move from area to area on the Map. Your party's **War Funds** (total Gil) is shown in the lower right. A blue dot indicates a stage you have already cleared. Red dots signify areas not yet completed. Green dots indicate that a random battle may occur if you pass through that area. Use the Directional Buttons to move the Cursor to different areas, then press the ● Button to move.

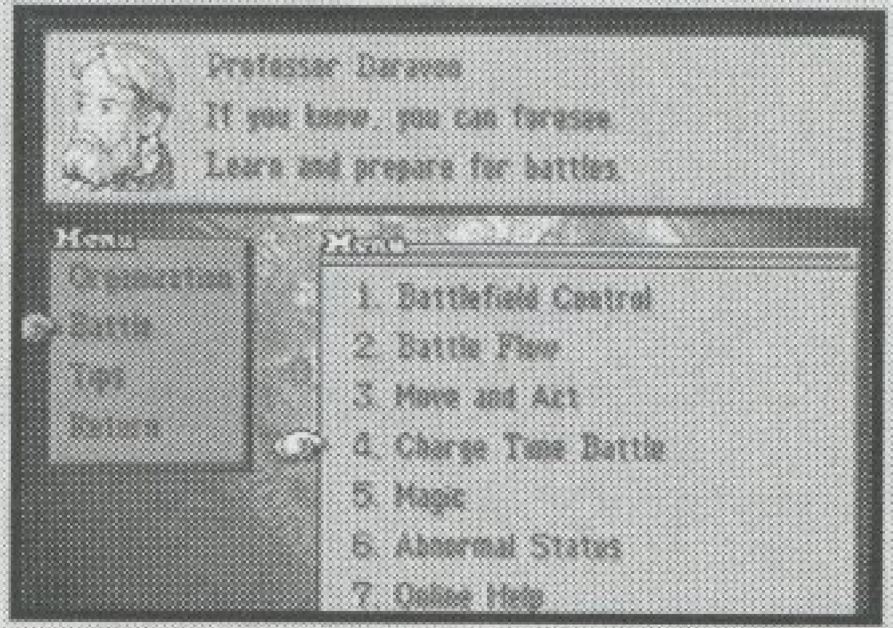
After a battle, it is recommended that you save your game and make any changes to your Unit's Abilities. Press the ▲ Button at the World Map Screen to bring up the World Map Menu and the following choices:

† **Move** – A submenu will show all available locations. Use the Cursor to select an area to move to.

† **Formation** – Allows you to modify your party members' Jobs and Abilities (see p.23).



† **Brave Story** – The historian Alazlam can assist you in reviewing the events that have occurred in your adventure. Use the **Record** option to re-play story scenes that you have already seen. Select the scene from the menu to see it reenacted. Use the **Person** option to examine the various characters that you will encounter. As with other long menus, if yellow arrows appear on the right side of a menu screen, more information can be seen by pressing the Up or Down Directional Buttons.



† **Tutorial** – The Tutorial is an invaluable reference for game rules and instructions. It contains information and animated examples under the categories of Organization, Battle, and Tips. There are a number of topics under each heading, and it is recommended that you explore them all. Previously viewed sections are highlighted in red.

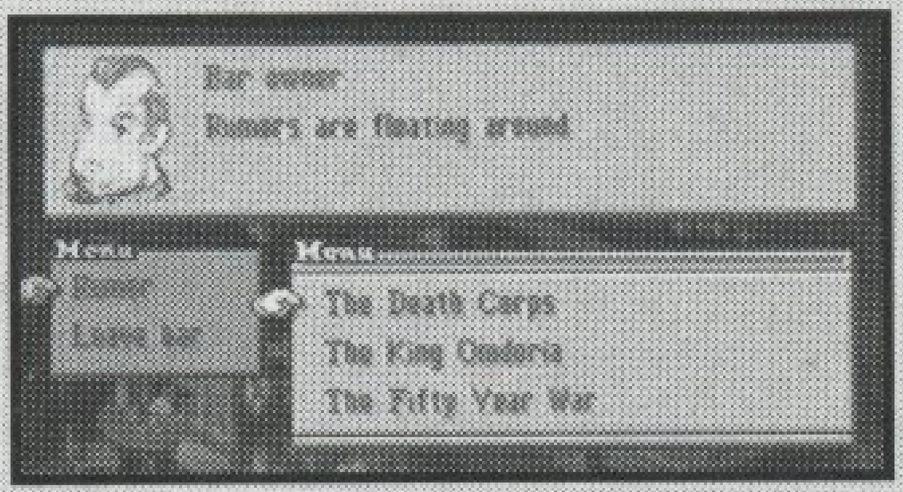
† **Data** – Allows you to save onto a Memory Card (see p.3).

† **Options** – Many gameplay options, such as Cursor speed and text display speed, can be modified here.

AROUND TOWN

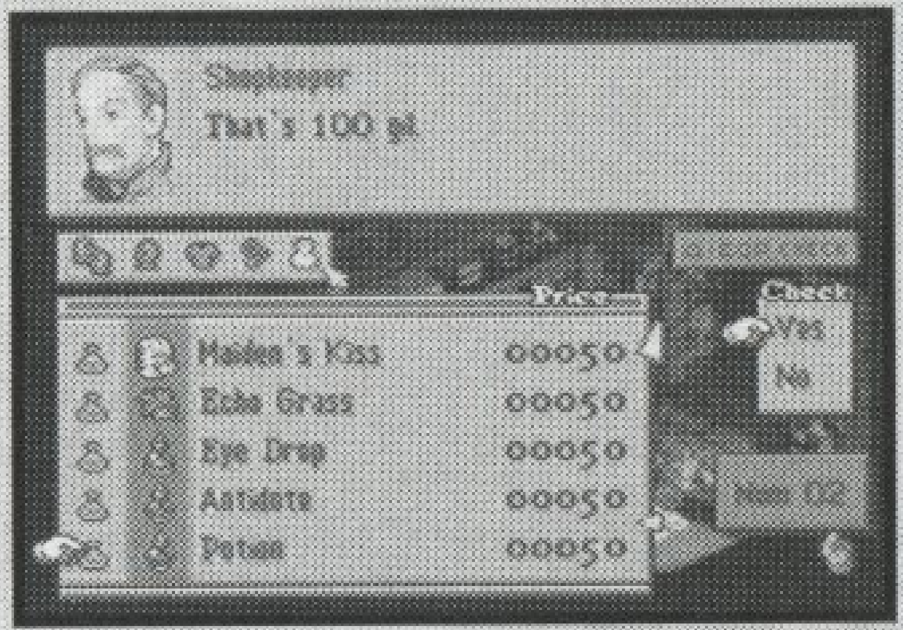
Each town or castle on the World Map contains a bar, a shop, and a soldier office.

BAR

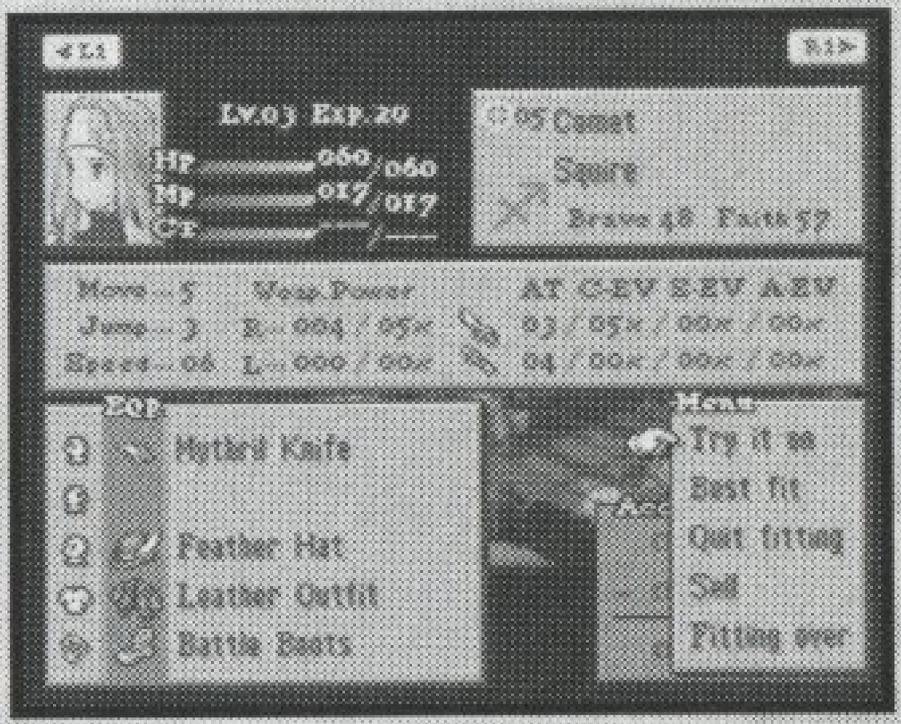


You won't find much refreshment here, but the bartender often knows of helpful **Rumors** about important people and events. Take some time to chat and you may learn something useful. You may even receive a valuable **Proposition** in a bar – leading to extra Gil for your party!

SHOP



These shops carry nearly everything your troops need. Use the SELECT Button to see a description of items before purchasing. Weapons, armor, accessories, and items can be purchased by selecting them from a menu similar to that on the Status Screen (see p.10). Select the hands icon to purchase swords, the body icon to purchase armor, etc. Scroll down to the item you wish to purchase, then choose the number of items to buy. If you have enough Gil, the item(s) will appear in your inventory.

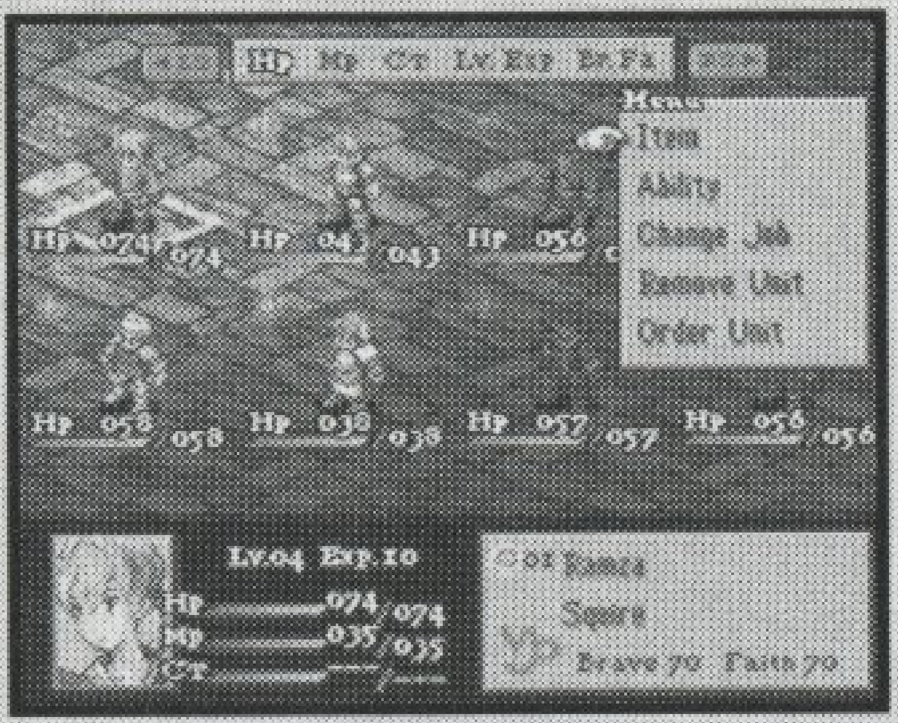


Since armor, weapons, and accessories must be equipped on your Units to be useful, an efficient way to purchase these items is to use the shop's **Fitting Room**. Select an equippable item, choose **Try it on** from the shop's menu, then choose a Unit to try on the item. Another screen will appear, showing the effects of the item. Positive effects are shown in blue, negative effects are shown in red. Make sure that an item's benefits outweigh any drawbacks! If you're not sure what to buy, select **Best fit** from the menu, and the Unit will be equipped with the finest the shop offers – for a price. Select **Quit fitting** to purchase the selected items. Select **Sell** to sell items you don't need.

SOLDIER OFFICE

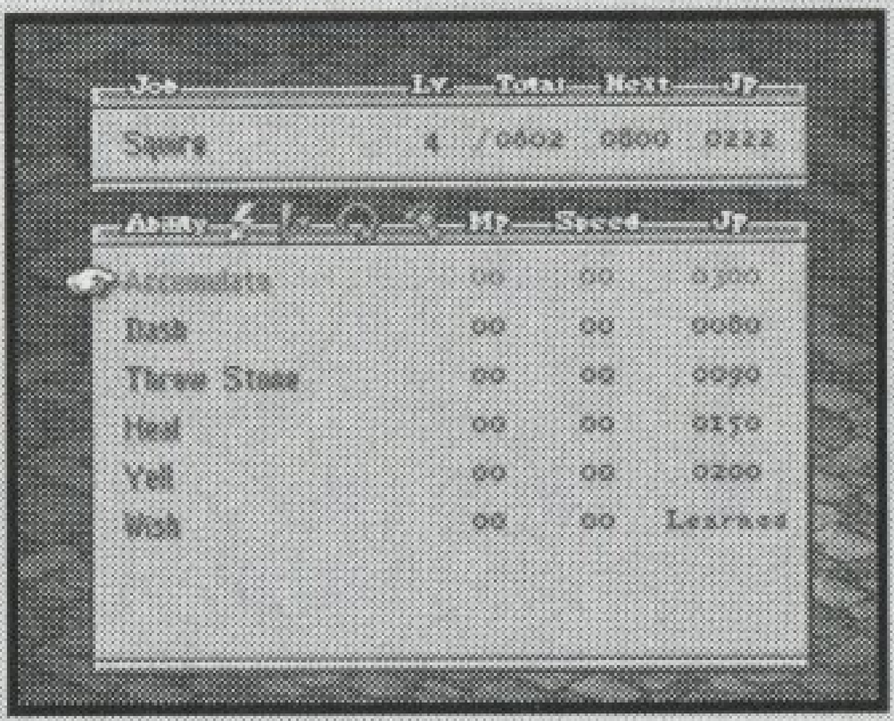
Recruiting new party members is as simple as selecting a male or female apprentice and paying for their service. New soldiers are simple Squires, so you will have to have them learn special Abilities (see p.23). If you have acquired Monsters in your party (see p.20), you can select **Change name** here to rename your nonhuman allies.

FORMATION/ABILITIES

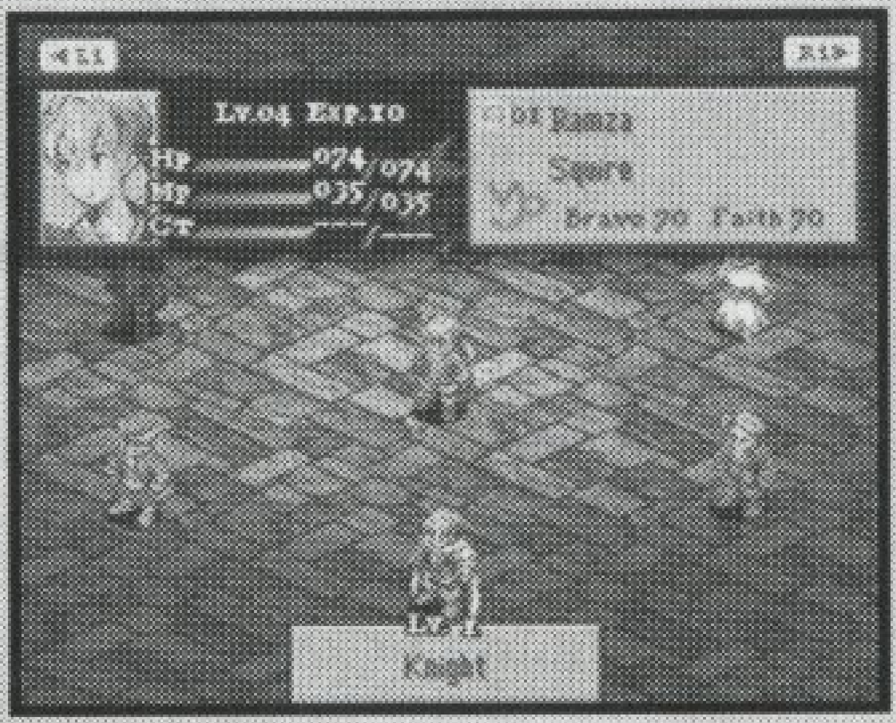


At the Formation Screen, (accessible through the World Map Menu) a variety of modifications can be made to your Units. Select a Unit from your party by using the Directional Buttons or the L1 and R1 Buttons, then select an option from the menu:

- † **Item** – Allows you to equip the Unit with weapons, armor, or accessories. This menu operates as when in a Shop, but uses inventory items.



- † **Ability** – As your characters progress and gain experience, they will also earn **Job Points** (JP). Job Points can be exchanged here for **Abilities**. Abilities include battle skills, magical spells, counterattacks, etc. Each Unit has various Jobs from which it can learn new skills. Select a Job from the menu, then press left/right to change the type of Ability (Action, Reaction, Support, or Move Ability – see p.10). Press up/down to select a specific Ability for the Unit to learn. Abilities which are grayed out cannot be learned due to insufficient JP. If the Unit has enough JP, the new Ability is marked "Learned" and can be **Set** as one of the Unit's battle Abilities.



- † **Change Job** – Units can change Jobs to earn JP in different areas, learn new Abilities, and specialize skills (see p.24). Different Units with different levels of experience may have different Jobs to choose from. Certain Jobs will only become available later in the game, when your Units have gone up several levels and learned many skills. Some Units (such as Guest Units) will not have as many Job options. There is no "correct" way to change Jobs or learn Abilities, so experiment – and save your game often!

- † **Remove Unit** – If your party is full and you need to make space for new Units, or if you simply want to get rid of dead wood, use the Remove Unit command. Once removed, there is no way to retrieve a Unit, so be careful who you dismiss. Certain Units (such as guest Units) cannot be removed from your party.

- † **Order Unit** – Select this option to display the Units in your party in the order of most to least, according to amount of: HP, MP, CT, Level, Experience, Brave Points, or Faith Points. This may be helpful for selecting which Units should go on an Attack Team.

JOBS

The main Jobs that appear in the game are introduced here. By accumulating JP through combat, the level of each Job can be advanced, and new Jobs will become available. The Commands listed below are Ability categories that are typically unique to that Job.

Squire	A basic Job without any distinctive features
Command	Basic skill
Typical Ability	Heal – Recovers abnormal status effects without consuming MP
Weapons	Knife, sword, axe, mallet, mace
Chemist	The only Job that handles recovery items
Command	Item
Typical Ability	Potion – Administers a liquid which restores allies' HP
Weapons	Knife, gun
Knight	A master swordsman who can destroy enemies' armor
Command	Battle Skill
Typical Ability	Armor break – Destroys armor worn on the body
Weapon	Sword
Archer	The only Job that can handle bows and crossbows
Command	Charge
Typical Ability	Charge 10 – Attacking force increases based on power accumulated
Weapons	Bow, crossbow
Monk	Skilled fighters that use their bodies as weapons
Command	Punch Art
Typical Ability	Wave Fist – Throws balls of energy at the enemy from a distance
Weapon	Bare hands
Priest	Also known as a White Mage, a master of White (recovery) magic
Command	White Magic
Typical Ability	Cure – recovers HP, will also inflict damage on undead creatures
Weapon	Staff

JOBS

Wizard	Also known as a Black Mage, casts Black (attack) magic spells
Command	Black Magic
Typical Ability	Bolt – Inflicts damage by striking the target with lightning
Weapon	Rod
Time Mage	A user of Time magic, which controls time and space
Command	Time Magic
Typical Ability	Slow – Slows down the CT of the target Unit.
Weapon	Staff
Summoner	Calls forth powerful monsters to attack enemies
Command	Summon Magic
Typical Ability	Bahamut – The fiery breath of this dragon king sears enemies
Weapons	Staff, rod
Thief	This crafty character can steal money and items from the enemy
Command	Steal
Typical Ability	Take Gil – Steal the enemies' money
Weapon	Knife
Mediator	A mysterious warrior who can charm enemies into changing sides
Command	Talk Skill
Typical Ability	Invitation – Lures the enemy into joining your party.
Weapons	Knife, gun
Oracle	Deteriorates enemy forces by causing status abnormalities
Command	Yin-Yang Magic
Typical Ability	Undead – Turns target Unit into an undead creature
Weapons	Staff, rod, dictionary, stick
Geomancer	Attacks with the power of the earth
Command	Elemental
Typical Ability	Hell Ivy – Vines attack the enemy, inflicting upon them the Stop status
Weapons	Sword, axe

JOBS

Mime	A warrior who mimics your allies' actions
Command	None
Typical Ability	Variable
Weapon	None
Lancer	An expert with a spear and devastating high-jump attacks
Command	Jump
Typical Ability	Horizontal Jump 2 – The jumping range is expanded to 2 Panels
Weapon	Spear
Samurai	A powerful swordsman from a distant land
Command	Draw Out
Typical Ability	Bizen Boat – Reduces MP of surrounding enemies
Weapon	Katana
Ninja	An expert in stealth attacks and throwing weapons
Command	Throw
Typical Ability	Knife – Attack enemies with expertly thrown knives
Weapons	Ninja sword, knife, mace
Calculator	A warrior who selects his targets by numerical calculations
Command	Math Skill
Typical Ability	Level – Uses Experience Level as the object of the calculation
Weapons	Dictionary, stick
Bard	Encourages and protects allies with his singing
Command	Sing
Typical Ability	Life Song – Recovers the HP of all allies on the battlefield
Weapon	Musical instrument
Dancer	Her enchanting dance has various effects on the enemy
Command	Dance
Typical Ability	Witch Hunt – Reduces MP of all enemies on the battlefield
Weapons	Knife, cloth

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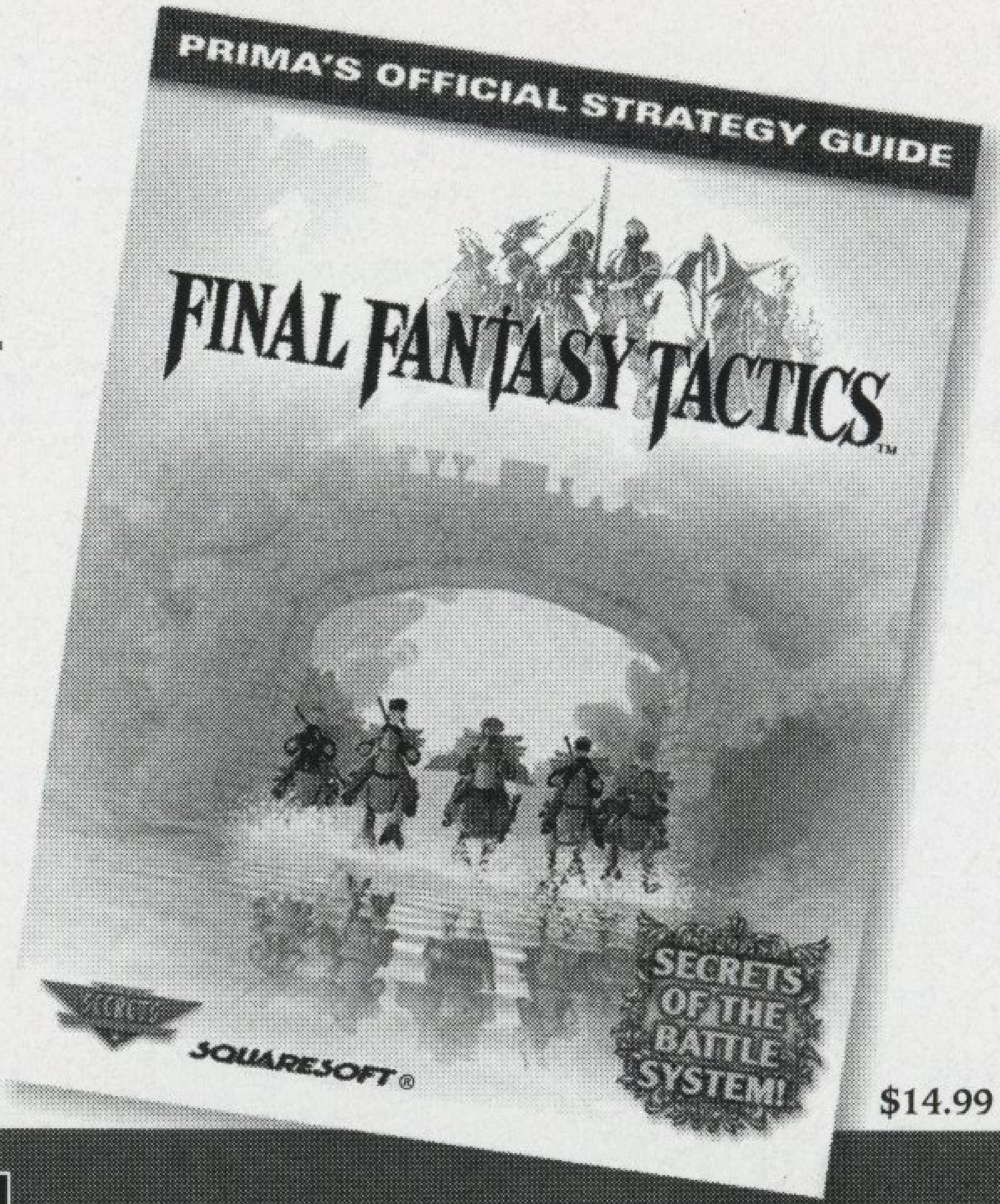

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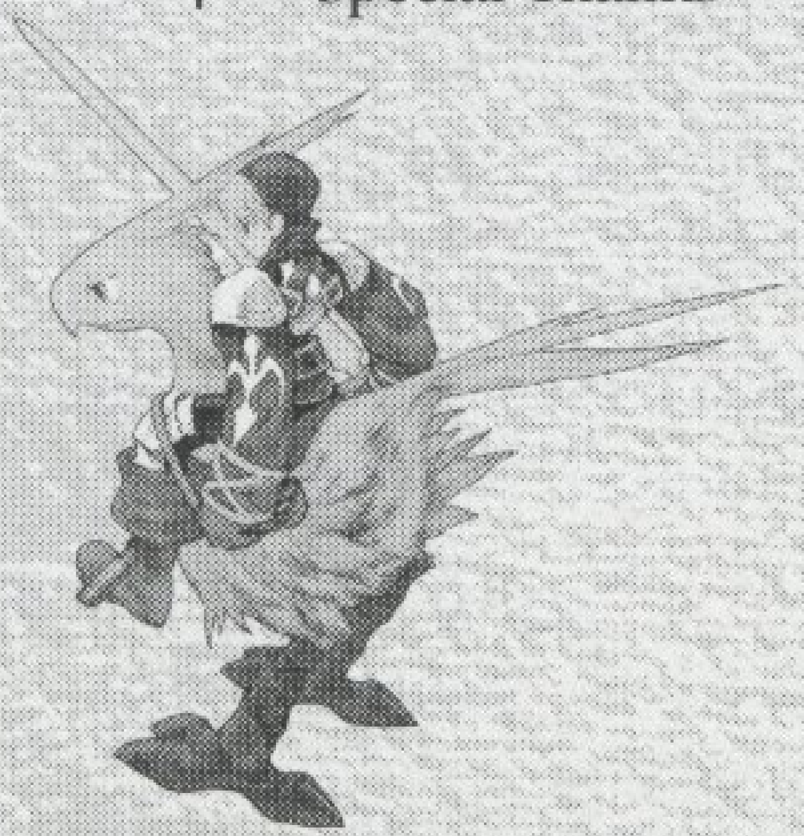

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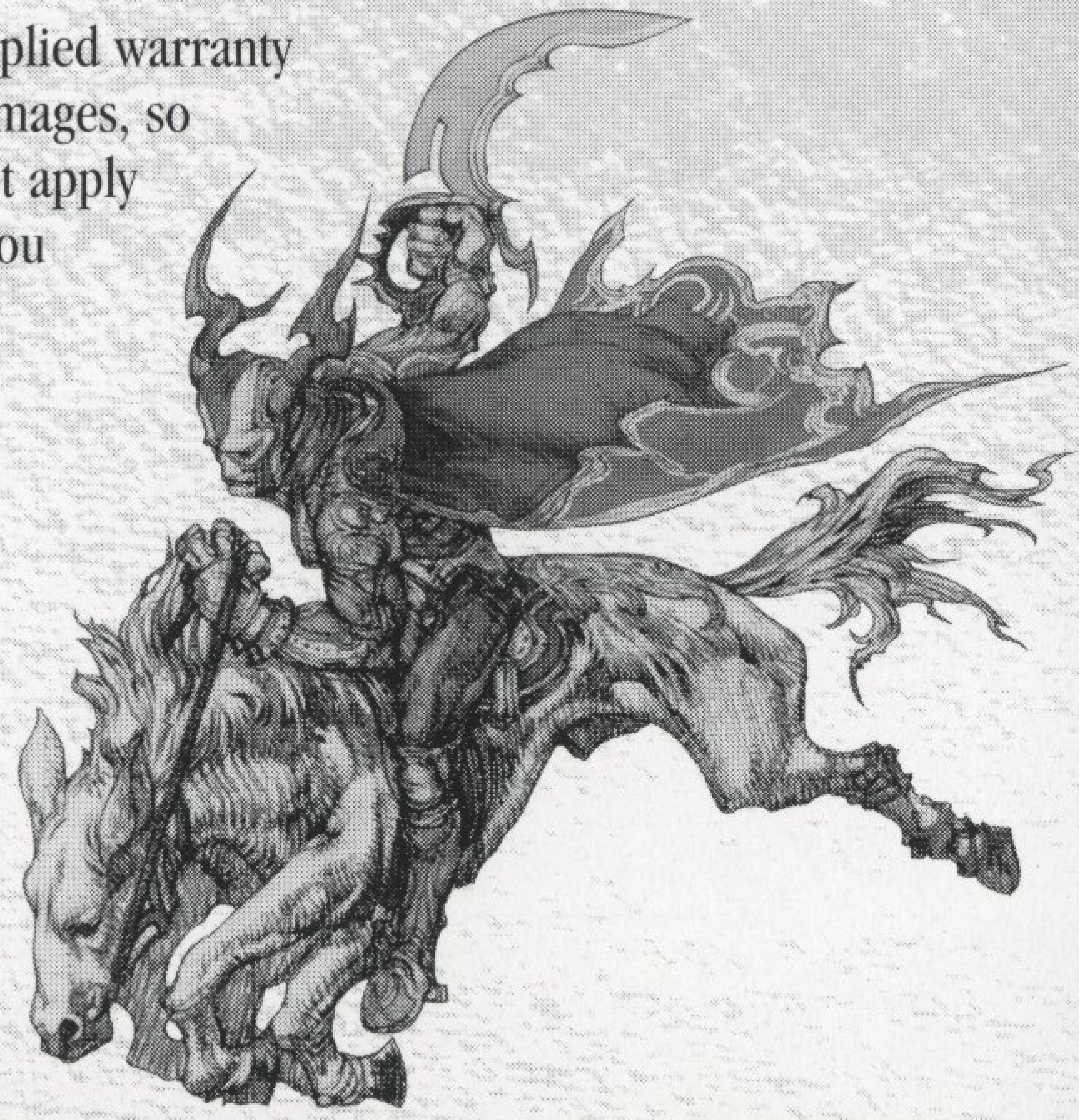

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